# MARS: An Instance-aware, Modular and Realistic Simulator for Autonomous Driving

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## Abstract -



We propose an autonomous driving simulator based upon neural radiance fields (NeRFs). Compared with existing works, ours has three notable features: (1) Instance-aware. (2) Modular. (3) Realistic. Our simulator achieves state-of-the-art photorealism results given the best module selection. Our simulator will be open-sourced while most of our counterparts are not.





Sample •-Scene  $-----\frac{t_{in}^{(1)}}{1}$  Object #1  $t_{out}^{(1)} - ---t_{in}^{(2)}$  Object #2  $t_{\rm out}^{(2)}$ 

O Background Samples
O Foreground Samples
O Background Truncated Samples

To prevent sampling conflictions between background and foreground nodes, we apply regularizations on the point samples.





### Without regularization





### Ablation study on the sampling regularization.

	NeRF $[16]$	NeRF+Time	e NSG [19]	PNF [13]	SUDS $[24]$	] Ours
$PSNR \uparrow$	23.34	24.18	26.66	27.48	28.31	<b>29.06</b>
SSIM $\uparrow$	0.662	0.677	0.806	0.870	0.876	0.885
Instance-aware	×	X	$\checkmark$	$\checkmark$	×	$\checkmark$
Modular	X	×	×	×	×	$\checkmark$
Open-sourced	$\checkmark$	-	$\checkmark$	×	$\checkmark$	$\checkmark$

#### Quantitative comparisons on KITTI image reconstruction & Setting differences with baseline methods.

	KITTI-75%			KITTI-50%			KITTI-25%		
	$PSNR \uparrow$	SSIM $\uparrow$	LPIPS $\downarrow$	$PSNR \uparrow$	$\uparrow$ SSIM $\uparrow$	LPIPS $\downarrow$	$PSNR \uparrow$	SSIM $\uparrow$	LPIPS $\downarrow$
NeRF $[16]$	18.56	0.557	0.554	19.12	0.587	0.497	18.61	0.570	0.510
NeRF+Time	21.01	0.612	0.492	21.34	0.635	0.448	19.55	0.586	0.505
NSG [19]	21.53	0.673	0.254	21.26	0.659	0.266	20.00	0.632	0.281
SUDS [24]	22.77	0.797	0.171	23.12	0.821	0.135	20.76	0.747	0.198
Ours	24.23	0.845	0.160	24.00	0.801	0.164	23.23	0.756	0.177
	+1.46	+0.048	-0.011	+0.88	-0.020	+0.029	+2.47	+0.009	-0.021
	VKITTI-75%			VKITTI-50%			VKITTI-25%		
	$PSNR \uparrow$	SSIM $\uparrow$	LPIPS $\downarrow$	$PSNR \uparrow$	$\uparrow$ SSIM $\uparrow$	LPIPS $\downarrow$	$PSNR \uparrow$	SSIM $\uparrow$	LPIPS $\downarrow$
NeRF $[16]$	18.67	0.548	0.634	18.58	0.544	0.635	18.17	0.537	0.644
NeRF+Time	19.03	0.574	0.587	18.90	0.565	0.610	18.04	0.545	0.626
NSG [19]	23.41	0.689	0.317	23.23	0.679	0.325	21.29	0.666	0.317
SUDS [24]	23.87	0.846	0.150	23.78	0.851	0.142	22.18	0.829	0.160
Ours	29.79	0.917	0.088	29.63	0.916	0.087	27.01	0.887	0.104
	+5.92	+0.071	-0.062	+5.85	+0.065	-0.055	+4.83	+0.058	-0.056

Rendering results on each channel.

# Rendering & Editing -

Our framework separately models background and foreground nodes, which allows us to separately render and edit the scene in an instance-aware manner.



Qualitative results on KITTI / V-KITTI / DAIR-V2X datasets.

#### Quantitative comparisons on novel-view synthesis.













Editing results.



Project Page

